



Pending Claims under 37 C.F.R. § 1.121(c)(3)

Claim 1 - A method for gaming, the steps including:

enabling the gaming device upon receipt of a wager,

evoking chance means to produce a plurality of outcomes concurrently,

displaying the plurality of outcomes,

comparing each of the plurality of outcomes to an ultimate winning outcome,

triggering a subsequent event if any of the plurality of outcomes matches the ultimate winning outcome,

determining whether, if none of the plurality of outcomes matches the ultimate winning outcome, any of the plurality of outcomes matches an intermediate winning outcome,

awarding credits if any of the plurality of outcomes matches an intermediate winning outcome,

continuing to evoke chance means to produce subsequent pluralities of outcomes until said ultimate winning outcome is produced or until said subsequent outcomes are no longer possible, and

saving the current set of said outcomes and said subsequent outcomes on encoded moveable media, said encoded moveable media dispensed to the player for later use.

Claim 2 - The method of claim 1 wherein said chance means includes producing randomly-generated numbers corresponding to a randomly-numbered playfield oriented in a row-and-column (RXC) matrix in which said ultimate winning outcome consists of matching all of said randomly-generated numbers to said randomly-numbered playfield.

Claim 3 - The method of claim 2 wherein a plurality of said intermediate winning outcomes are possible by matching a subset of the numbers in said randomly-numbered playfield to said randomly-generated numbers.

Claim 4 - The method of claim 1 wherein said subsequent event is comprised of the awarding of credits.

Claim 5 - The method of claim 1 wherein said subsequent event is comprised of the awarding of a plurality of complimentary items other than credits.

Claim 6 - The method of claim 1 wherein said subsequent event is comprised of a subsequent gaming event.

Claim 7 - The method of claim 1 wherein said subsequent event comprises:
awarding credits, and
engaging in a subsequent gaming event.

Claim 8 - The method of claim 7 wherein said subsequent gaming event comprises:

allowing a player to select a subset of outcomes from a set of possible outcomes,

generating outcomes,
comparing the selected subset of outcomes with the generated outcomes, and

awarding credits according to a payable for matches between the selected subset of outcomes and the generated outcomes.

Claim 9 - The method of claim 7 including configuring said subsequent gaming event by simulating a racing event.

Claim 10 - The method of claim 2 wherein said subsequent event comprises:

awarding credits, and
engaging in a subsequent gaming event.

Claim 11 - The method of claim 10 wherein said subsequent gaming event comprises:

allowing a player to select a subset of outcomes from a set of possible outcomes,

generating outcomes,
comparing the selected subset of outcomes with the generated outcomes, and

awarding credits according to a payable for matches between the selected subset of outcomes and the generated outcomes.

Claim 12 - The method of claim 10 wherein said subsequent gaming event comprises means for simulating a racing event.

Claim 13 - The method of claim 3 wherein said subsequent event comprises:
awarding credits, and
engaging in a subsequent gaming event.

Claim 14 - The method of claim 13 wherein said subsequent gaming event
comprises:

allowing a player to select a subset of outcomes from a set of possible
outcomes,

generating outcomes,
comparing the selected subset of outcomes with the generated
outcomes, and

awarding credits according to a payable for matches between the
selected subset of outcomes and the generated outcomes.

Claim 15 - The method of claim 13 wherein said subsequent gaming event
comprises means for simulating a racing event.

Claim 16 - The method of claim 1 wherein only a single player is involved.

Claim 17 - The method of claim 1 wherein a plurality of players may
participate in concurrent gaming sessions in competition with each other.

Claim 18 - The method of claim 2 including forming said RXC matrix as a
three dimensional array.

Claim 19 - A gaming device, comprising, in combination:

a display,

a processor operatively coupled to said display, including random output means appearing on said display, resulting in a plurality of outcomes,

means for comparing each of said plurality of outcomes to a set of winning outcomes, said set of winning outcomes including an ultimate winning outcome and a plurality of intermediate winning outcomes,

award means evoked if any of said plurality of outcomes matches one of said winning outcomes, including means to trigger a subsequent gaming event if any of said plurality of outcomes matches said ultimate winning outcome,

continuance means for generating subsequent pluralities of outcomes, and

saving means to store the state of play on encoded moveable media, including means to dispense said encoded moveable media for use at a later time.

Claim 20 - A method for gaming, the steps including:

enabling the gaming device upon receipt of a wager;

evoking chance means to produce a plurality of outcomes concurrently;

displaying the plurality of outcomes;

comparing each of the plurality of outcomes to an ultimate winning outcome;

triggering a subsequent event if any of the plurality of outcomes matches the ultimate winning outcome, wherein said subsequent event comprises:

awarding credits, and
engaging in a subsequent gaming event, wherein said
subsequent gaming event comprises:

allowing a player to select a subset of outcomes from a set
of possible outcomes,

generating outcomes,
comparing the selected subset of outcomes with the
generated outcomes, and

awarding credits according to a payable for matches
between the selected subset of outcomes and the generated outcomes;

determining whether, if none of the plurality of outcomes matches the
ultimate winning outcome, any of the plurality of outcomes matches an
intermediate winning outcome;

awarding credits if any of the plurality of outcomes matches an
intermediate winning outcome;

continuing to evoke chance means to produce subsequent pluralities of
outcomes until said ultimate winning outcome is produced or until said subsequent
outcomes are no longer possible; and

saving the current set of said outcomes and said subsequent outcomes
on encoded moveable media, said encoded moveable media dispensed to the player
for later use.

Claim 21 - The method of claim 7 including configuring said subsequent gaming event as Keno.

Claim 22 - A method for gaming, the steps including:

enabling the gaming device upon receipt of a wager;
receiving from the player a target outcome;
generating outcomes;
comparing the generated outcomes with the target outcome; and
awarding credits according to a payable, should the generated outcome match the target outcome.

Claim 23 - A gaming device, comprising, in combination:

a display;
a processor operatively coupled to said display, including random output means appearing on said display, resulting in a plurality of outcomes;
means for accepting a target outcome from a player;
means for comparing each of said plurality of outcomes to said target outcome; and
award means for awarding a player if any of said plurality of outcomes matches said target outcome.

Claim 24 - A gaming device, comprising, in combination:

a display;

a processor operatively coupled to said display, including random output means appearing on said display, resulting in a plurality of outcomes for a first gaming event;

means for transferring a subset of said plurality of outcomes for said first gaming event to a second gaming event that is concurrent;

continuance means for engaging said means for transferring outcomes to said second gaming event during a plurality of said first gaming events;

first award means for issuing awards according to said first gaming event; and

second award means for issuing awards according to said second gaming event.

Claim 25 - A gaming device, comprising, in combination:

a display;

a processor operatively coupled to said display, including random output means appearing on said display, resulting in a plurality of outcomes for a first gaming event;

means for playing a second gaming event concurrently with a plurality of said first gaming events; and

saving means to store the state of play on encoded moveable media, including means to dispense said encoded moveable media for use at a later time.